

Catching a Spy



Easy

The spy falls to his death, but the PCs find a symbol resembling a bull's head branded on his skin.

36/65

Catching a Spy



Average

On her last breath, the spy says: "You're no match for the demon-flesh army my liege commands!"

35/65

Catching a Spy



Hard — Reward

Once during the adventure, when the group encounters one or more construct opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.

34/65

Defensive Wards



Easy — Reward

The PCs help establish potent abjurations that protect them in addition to protecting the city. Once during the adventure, when an opponent's attack to confirm a critical hit succeeds by 4 or less, the group can activate this reward to negate the confirmation of the critical hit.

65/65

Defensive Wards



Average — Reward

When using the Easy reward, the group can instead turn any confirmed critical hit into a normal hit.

64/65

Defensive Wards



Hard — Reward

The PCs can use the Easy award to instead force an opponent to reroll an attack once during the adventure.

63/65

Evacuation Notice



Easy — Reward

Once the people reach the safety of the walls, they regret their initial stubbornness and become thankful. The PCs can draw upon this goodwill once during the adventure: One PC can reroll a failed Bluff, Diplomacy, or Intimidate check and use the new result.

40/65

Evacuation Notice



Average — Reward

When using the Easy reward, the PC can instead reroll any one skill check.

41/65

Evacuation Notice



Hard — Reward

When using the Easy reward, the PC can instead reroll any one d20 roll.

39/65

Reconnaissance



Easy

The PCs find that the army consists of various kinds of creatures stitched together from demonic flesh: Constructs, oozes, and undead.

61/65

Reconnaissance



Average

The PCs notice both that the army's field commanders are all minotaurs and that there are true demons among the army's ranks.

60/65

Reconnaissance



Hard — Reward

Each PC gains a single piece of +1 bane ammunition (such as an arrow, bolt, shuriken, or sling bullet). The bane weapon special ability is keyed to a creature type (and subtype, if applicable) of the PC's choice.

62/65

Strange Things



Easy

The PCs find a skeletal footprint and a part of a broken sickle.

59/65

Strange Things



Average

Following skeletal footprints, the PCs notice that the supports of a bridge have been sabotaged.

58/65

Strange Things



Hard — Reward

Once during the adventure, when the group encounters one or more undead opponents, the group can activate this reward to grant the PCs a +4 bonus on their initiative checks for that encounter.

57/65

Urgent Repairs



Easy — Reward

Thankful for the PCs' help, the wagon's owner provides a potion of *cure serious wounds* for each PC.

30/65

Urgent Repairs



Average — Reward

The owner procures a 2nd-level potion of the PCs' choice for each of the characters, in addition to the *potions of cure serious wounds*. The potion cannot have an expensive material component.

31/65

Urgent Repairs



Hard — Reward

In place of the Average reward's 2nd-level potion, a PC can choose to receive a 3rd-level potion that has no expensive material components.

29/65

Useful Gossip



Easy

People have been complaining that the local bread and water taste funny today.

53/65

Useful Gossip



Average

Sailors have been talking about a strange fog rising in the Flotsam Graveyard and at sea beyond the bay. Some even say they've seen the outlines of masts within the fog.

52/65

Useful Gossip



Hard — Reward

These rumors about possible enemies keep the PCs on their toes. Once during the adventure, each PC can reroll one initiative check. The PC must take the second roll, even if it is worse.

51/65

+1 Bane Ammunition



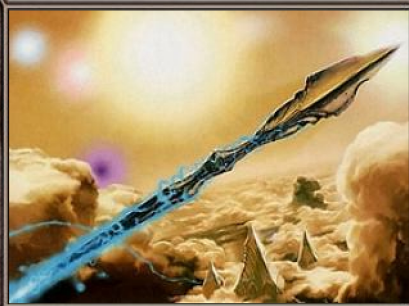
Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

7/65

+1 Bane Ammunition



Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

6/65

+1 Bane Ammunition



Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

5/65

+1 Bane Ammunition



Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

4/65

+1 Bane Ammunition



Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

3/65

+1 Bane Ammunition



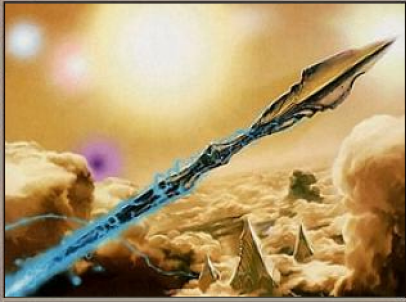
Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

2/65

+1 Bane Ammunition



Item

Against the chosen foe, increase the enhancement bonus of this ammunition by +2 and increase the damage by 2d6.

Types: Abberations, Animals, Constructs, Dragons, Fey, Humanoids (*pick a subtype*), Magical Beasts, Monstrous Humanoids, Oozes, Outsiders (*pick a subtype*), Plants, Undead, Vermin

1/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

24/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

28/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

20/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

21/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

22/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

23/65

Potion of Cure Serious Wounds



Item

You may spend a standard action to drink this to regain 3d8+5 hit points.

19/65

Potion of



Item

18/65

Potion of



Item

17/65

Potion of



Item

16/65

Potion of



Item

15/65

Potion of



Item

14/65

Potion of



Item

12/65

Potion of



Item

13/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

33/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

34/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

35/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

36/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

37/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

38/65

Useful Gossip Reward



Hard — Reward

Once during the adventure, you can reroll one initiative check. You must take the second roll, even if it is worse.

32/65

Dark Archive Reward



Reward

Once during the adventure, the PCs can activate this benefit to grant all undead creatures present the confused condition for 1 round. If an undead creature attacks a PC, it takes a penalty equal to half the APL.

8/65

The Exchange Reward



Reward

At the beginning of one encounter, the PCs can activate this benefit to treat the enhancement bonus of all their weapons as 2 higher for the duration of the encounter. Treat the effective enhancement of mundane weapons as +0.

9/65

Grand Lodge Reward



Reward

At the beginning of one encounter, the PCs can activate this benefit to gain a number of temporary hit points equal to three times their APL (minimum 6 temporary hit points); these last until the end of the encounter.

10/65

Liberty's Edge Reward



Reward

At the beginning of one encounter, the PCs can activate this benefit to increase their land speed by 10 feet for the duration of this encounter.

11/65

Scarab Sages Reward



Reward

The group gains one free use of the Aid Token's Allied Offensive benefit (multiply the additional damage by 150%) that the PCs can activate at their discretion.

(Extra damage and target is flanked)

26/65

Silver Crusade Reward



Reward

The group gets one free use of the Aid Token's Burst of Healing benefit that the PCs can activate at their discretion.

(Heal all PCs)

27/65

Sovereign Court Reward



Reward

The group gains one free use of the Aid Token's Timely Inspiration benefit that the PCs can activate at their discretion.

(Inspire Courage for 3 rounds)

28/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

42/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

43/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

44/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

45/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

46/65

Potion of Touch of the Sea



Item

You can drink this as a standard action to gain a swim speed of 30 ft. This includes a +8 bonus to Swim, the ability to take 10 even if endangered or distracted, and the ability to run while swimming.

47/65

Potion of Water Breathing



Item

You may drink this as a standard action to breathe water for 10 hours. You can still breathe air.

48/65

Potion of Water Breathing



Item



You may drink this as a standard action to breathe water for 10 hours. You can still breathe air.

49/65

Potion of Water Breathing



Item



You may drink this as a standard action to breathe water for 10 hours. You can still breathe air.

50/65